Amendments to the Claims:

The following listing of claims will replace all prior versions, and listings, of claims in the application:

1.   (Previously Presented) A system for managing dynamic translation, comprising:

a client language storage for storing language information associated with a client and user;

a skeleton determining circuit for determining at least one skeleton content elements of a received content portion, wherein the at least one skeleton content elements include graphical content elements and textual content elements;

a language table storage for storing at least one translation of each of at least one skeleton content elements based on the skeleton content element and a language;

a client and user determining circuit for determining a client and user associated with a content portion; and

a merging circuit for merging at least one translation of the at least one skeleton content elements based on the language associated with the determined client into the received content portion.

2.   (Original) The system of claim 1, wherein the language table storage generates translated skeleton content elements using dynamic natural language translation.

3.   (Original) The system of claim 1, wherein the client and user determining circuit determines at least one of a client identification and a user identification based on at least one of internet protocol address information, session identifier information, name pairs/value pairs and attribute/value pairs.

4.   (Original) The system of claim 1, wherein the merged content portions are stored using at least one of an electronic medium; a printed medium and a paper medium.

5.   (Original) The system of claim 1, wherein the merged content portions are at least one of an interactive electronic text, a printed text, an audio book and a video book.

6.   (Previously Presented) A method for managing dynamic translation,   . comprising:

receiving a content portion from a client;

determining at least one of a client and a user associated with the content portion;

determining at least one skeleton content elements of the received content portion, wherein the at least one skeleton content elements include graphical content elements and textual content elements;

determining at least one translated skeleton content elements from a language table based on the determined at least one client and user; and

merging the at least one translated skeleton content elements into the content portion.

7.   (Original) The method of claim 6, wherein the translated skeleton content elements are determined using at least one of dynamic natural language translation and language table look up.

8.   (Original) The method of claim 6, wherein the client and user is determined based on at least one of internet protocol address information, session identifier information, name pairs and value pairs.

9.   (Original) The method of claim 6, wherein determining the merged content portions produces at least one of an interactive text, a printed text, an audio book and a video book.

10.   (Original) The method of claim 7, wherein the merged content portions are stored on at least one of electronic media, printed media and a paper media.

11.   (Previously Presented) A computer readable storage medium comprising:

computer readable program code embodied on said computer readable storage medium, said computer readable program code usable to program a computer to perform a method for managing dynamic translation comprising the steps of:

receiving a content portion from a client;

determining at least one of a client and a user associated with the content portion;

determining at least one skeleton content elements of the received content portion, wherein the at least one skeleton content elements include graphical content elements and textual content elements;

determining at least one translated skeleton content elements from a language table based on the determined at least one client and user; and

merging the at least one translated skeleton content elements into the content portion.

12.   (Original) The computer readable storage medium comprising computer readable program code as in claim 11, wherein the translated skeleton content elements are determined using at least one of dynamic natural language translation and language table look up.

13.   (Original) The computer readable storage medium comprising computer readable program code as in claim 11, wherein the client and user information is determined based on at least one of internet protocol address information, session identifier information and name and value pairs.

14.   (Original) The computer readable storage medium comprising computer readable program code as in claim 11, wherein determining the merged content portions produces at least one of an interactive text, a printed text, an audio book and a video book.

15.   (Original) The computer readable storage medium comprising computer readable program code as in claim 11, wherein the merged content portions are stored on at least one of electronic media, printed media and a paper media.

16.   (Previously Presented) System for managing dynamic translation, comprising:

a client language storage for storing language information associated with a client and user;

a skeleton determining circuit for determining at least one skeleton content elements of a received content portion wherein the at least one skeleton content elements include graphical content elements and textual content elements;

a language table storage for storing at least one translation of each of at least one skeleton content elements based on the skeleton content element and a language;

a client and user determining circuit for determining a client and user associated with a content portion;

a language determining circuit for determining the language associated with the client and user; and

a merging circuit for merging at least one translation of the at least one skeleton content elements based on the language associated with the determined client into the received content portion.

17.   (Original) The system of claim 16, wherein the language table storage generates translated skeleton content elements using dynamic natural language translation.

18.   (Original) The system of claim 16, wherein the client and user determining circuit determines the client and user identifier based on at least one of internet protocol address information, session identifier information and name and value pairs.

19.   (Original) The system of claim 16, wherein the merged content portions are stored on at least one of an electronic media; a printed media and a paper media.

20.   (Original) The system of claim 16, wherein the merged content portions are at least one of an interactive electronic text, a printed text, an audio book and a video book.

21.   (Currently Amended) A ~~carrier wave encoded to transmit a usable~~ program stored on a computer readable medium for managing dynamic translation to a device for executing the control program, the device couplable to a language table storage that stores language information associated with a client and user, the control program comprising:

instructions for receiving a content portion from a client;

instructions for determining at least one of a client and a user associated with the content portion;

instructions for determining at least one skeleton content elements of the received content portion, wherein the at least one skeleton content elements include graphical content elements and textual content elements;

instructions for determining at least one translated skeleton content elements from a language table based on the determined at least one client and user;

instructions for merging the at least one translated skeleton content elements into the content portion; and

instructions for transmitting the merged at least one translated skeleton content elements and the content portion to the device.